

Patent Claims:

1. A method of playing a game, comprising:
providing each player (44, 46) with a sensor (30, 32) for
5 measuring brain wave frequencies of the players (44, 46);
the player (44) moving a unit (38) on a playing area (12) in
an x-direction toward the player (46) when the brain wave
frequency of the player (44) is being at a first frequency and
the brain wave frequency of the player (46) is being at a
10 second frequency, the first frequency being lower than the
second frequency; and
the player (44) moving the unit (38) in a y-direction
perpendicular to the x-direction when the brain wave frequency
of the player (44) is being at a third frequency and the brain
15 wave frequency of the player (46) is being at a fourth
frequency, the third frequency being greater than the fourth
frequency.
2. The method according to claim 1 wherein the method further
20 comprises moving the unit (38) when the third frequency is
greater than the first frequency and the second frequency.
3. The method according to claim 1 wherein the method further
comprises floating the unit (38) a constant distance (D) over
25 the playing area (12).
4. The method according to claim 1 wherein the method further
comprises measuring theta wave, alpha wave and beta wave
frequencies of the brains of the players (44, 46).
- 30 5. The method according to claim 1 wherein the method further
comprises the player (44) increasing a velocity of the unit
(38) by lowering the brain wave frequency (40) of the player
(44).

6. The method according to claim 1 wherein the method further comprises the player (44) moving the unit (38) in the y-direction when the brain wave frequency (40) exceeds 18Hz.

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7. The method according to claim 1 wherein the method further comprises the player (44) navigating the unit (38) through a labyrinth (23) by moving the unit (38) in both the x-direction and the y-direction.

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8. The method according to claim 1 wherein the method further comprises the player (44) moving the unit (38) in the x-direction by lowering the brain wave frequency (40) to a value that is lower than a value of a brain wave frequency (42) while the player (46) simultaneously moves the unit (38) in the y-direction when the brain wave frequency (42) exceeds 18 Hz.

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9. The method according to claim 1 wherein the method further comprises the player (44) winning the game by moving the unit (38) to a segment (20) adjacent to the player (46).

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10. The method according to claim 1 wherein the method further comprises the player (46) losing the game by moving the unit (38) over an edge (27, 29) in the y-direction.

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AMENDED CLAIMS

[received by the International Bureau on 19 April 2005 (19.04.05);
original claims 1-10; Claim 1 has been amended, Claims 2-10 have not been amended]

1. A method of playing a game, comprising:
providing each player (44, 46) with a sensor (30, 32) for measuring brain wave frequencies of the players (44, 46);
the player (44) moving a magnetic item (38) on top of a playing area (12) in an x-direction toward the player (46) when the brain wave frequency of the player (44) is being at a first frequency and the brain wave frequency of the player (46) is being at a second frequency, the first frequency being lower than the second frequency; and
the player (44) moving the unit (38) in a y-direction perpendicular to the x-direction when the brain wave frequency of the player (44) is being at a third frequency and the brain wave frequency of the player (46) is being at a fourth frequency, the third frequency being greater than the fourth frequency.
2. The method according to claim 1 wherein the method further comprises moving the unit (38) when the third frequency is greater than the first frequency and the second frequency.
3. The method according to claim 1 wherein the method further comprises floating the unit (38) a constant distance (D) over the playing area (12).
4. The method according to claim 1 wherein the method further comprises measuring theta wave, alpha wave and beta wave frequencies of the brains of the players (44, 46).
5. The method according to claim 1 wherein the method further comprises the player (44) increasing a velocity of the unit (38) by lowering the brain wave frequency (40) of the player (44).
6. The method according to claim 1 wherein the method further comprises the player (44) moving the unit (38) in the y-direction when the brain wave frequency (40) exceeds 18Hz.

7. The method according to claim 1 wherein the method further comprises the player (44) navigating the unit (38) through a labyrinth (23) by moving the unit (38) in both the x-direction and the y-direction.

8. The method according to claim 1 wherein the method further comprises the player (44) moving the unit (38) in the x-direction by lowering the brain wave frequency (40) to a value that is lower than a value of a brain wave frequency (42) while the player (46) simultaneously moves the unit (38) in the y-direction when the brain wave frequency (42) exceeds 18 Hz.

9. The method according to claim 1 wherein the method further comprises the player (44) winning the game by moving the unit (38) to a segment (20) adjacent to the player (46).

10. The method according to claim 1 wherein the method further comprises the player (46) losing the game by moving the unit (38) over an edge (27, 29) in the y-direction.